Time: Three hours

Maximum: 75 marks

PART A —  $(10 \times 2 = 20 \text{ marks})$ 

Answer any TEN questions.

- 1. What are the steps of alternatives for building mobile App?
- 2. Write a note on history of android.
- 3. What is IDE?
- 4. Define: "Intents".
- 5. Mention the steps to linking activities in android.
- 6. Show the purpose of fragments.
- 7. What are the image views to display pictures?
- 8. Give the purpose of picker views.
- 9. State the uses of sending e-mail.
- 10. What do you mean by content providers?
- 11. Define: "HTTP".
- 12. What do you mean by thread?

PART B —  $(5 \times 5 = 25 \text{ marks})$ 

Answer any FIVE questions.

- 13. Distinguish between the native and hybrid applications.
- 14. Summarize the mobile application back-end.
- 15. Explain the steps to create the user interface programmatically.
- 16. Describe the managing changes to screen orientation.
- 17. Elaborate the save and load user preferences.
- 18. Bring out the importance of SMS messaging.
- 19. Write down the consuming JSON services.

PART C — 
$$(3 \times 10 = 30 \text{ marks})$$

Answer any THREE questions.

- 20. Outline the steps to launching your first android application.
- 21. Discuss the need of utilizing the action bar in android.

- 22. Illustrate the steps to create and uses of databases in android.
- 23. Demonstrate the monitoring a location in android.
- 24. Examine the binding activities to services.